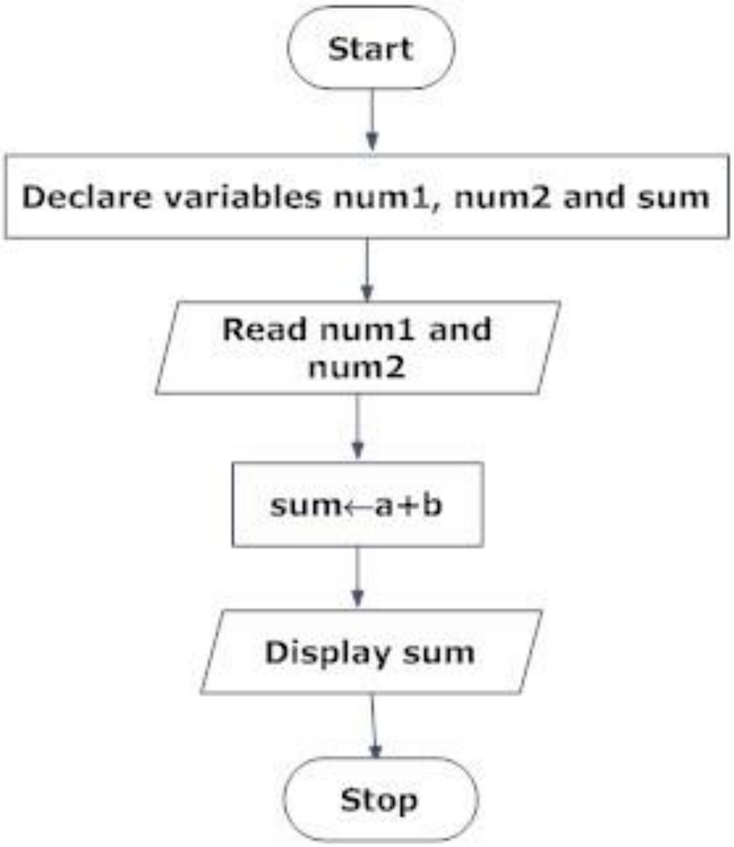
ALGORITHM 1:

Write an algorithm to add two numbers.

```
Step 1: Start
Step 2: Declare variables num1, num2 and sum.
Step 3: Read values num1 and num2.
Step 4: Add num1 and num2 and assign the result to sum.
        $sum \leftarrow num1+num2$
Step 5: Display sum
Step 6: Stop
```

FLOWCHART 1:

Draw a flowchart to add two numbers .



PROGRAM 1:

```
//*Program to add two numbers*//
#include <iostream.h>
int main()
{
    float num1, num2, sum;
cout<< "Enter two numbers: ";
cin>> num1 >> num2;
    sum = num1+num2;
cout<< "Sum = " << sum;
    return 0;
}
```

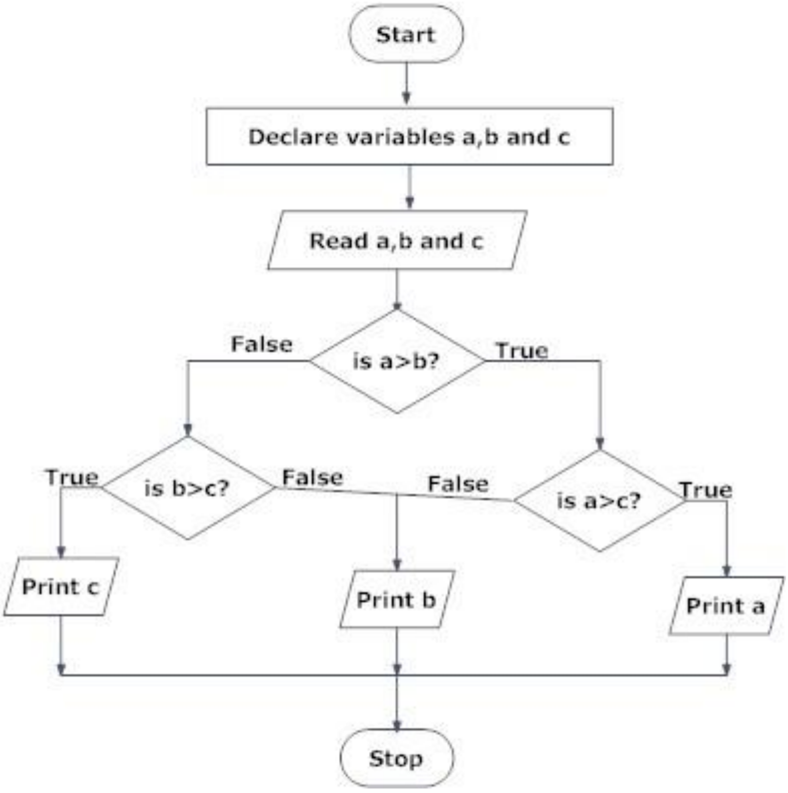
ALGORITHM 2:

Write an algorithm to find the largest among three different numbers.

```
Step 1: Start
Step 2: Declare variables a,b and c.
Step 3: Read variables a,b and c.
Step 4: If a>b
            If a>c
               Display a is the largest number.
            Else
               Display c is the largest number.
        Else
            If b>c
               Display b is the largest number.
            Else
               Display c is the greatest number.
Step 5: Stop
```

FLOWCHART 2:

Draw flowchart to find the largest among three different numbers.



PROGRAM 2:

//* Program to find the largest among three different numbers *//

```
#include <iostream.h>

int main()

{

    float n1, n2, n3;

cout<< "Enter three numbers: ";

cin>> n1 >> n2 >> n3;

    if(n1>=n2 && n1>=n3) {

cout<< "Largest number: " << n1;

    }

    if(n2>=n1 && n2>=n3) {

cout<< "Largest number: " << n2;

    }

    if(n3>=n1 && n3>=n2) {

cout<< "Largest number: " << n3;

    }

   return 0;

}
```

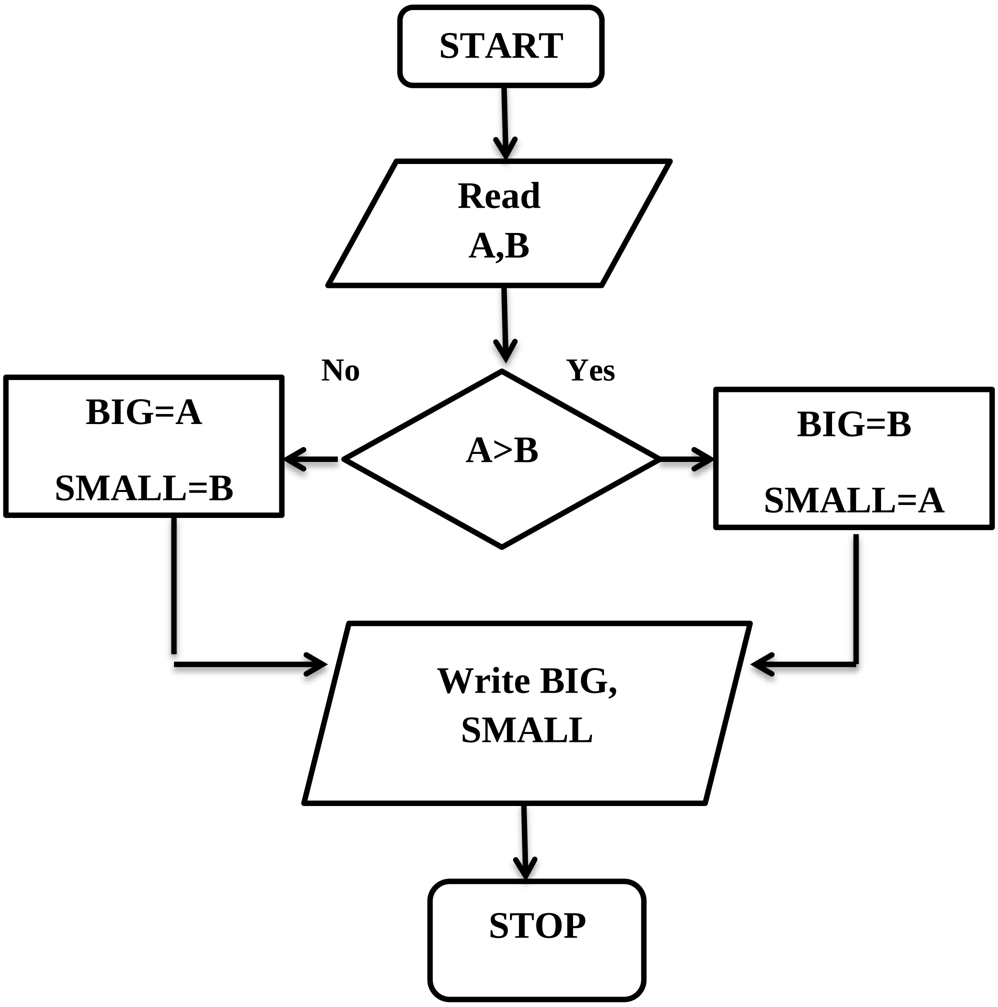
ALGORITHM 3:

Write an algorithm to find the largest number between A and B

```
Step 1: Start
Step 2: Read A, B
Step 3: If A is less than B
            BIG = B
              SMALL = A
Step 4: else
            BIG = A
              SMALL = B
Step 5: Write  BIG, SMALL
Step 6: Stop
```

FLOWCHART 3:

Draw a flowchart find the largest number between A and B.



PROGRAM 3

//* Program to find the largest number between A and B *//

```
    #include <iostream.h>
     int  main ( )
    {
  int a=10;
  int b=20;
     if (a>b)
      {
  cout<< "A is greater than B";
       }
     else
      {
  cout<< "B is greater than A";
      }
     }
```

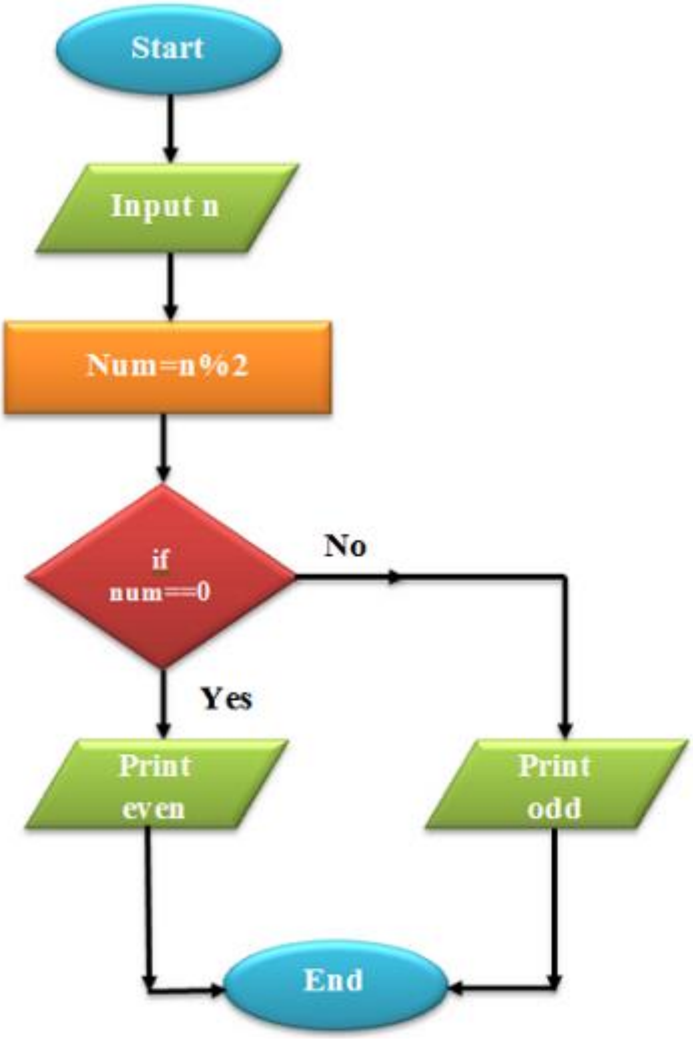
ALGORITHM 4:

Write an algorithm to find whether the number is even or odd

```
Step 1: Start
Step 2: Input n
Step 3: num=n%2
Step 4: if num==0 then Output is even
Step 5:else
        Output is odd
Step 6: Stop
```

FLOWCHART 4:

Draw a flowchart find whether the number is even or odd.



PROGRAM 4:

//* Program to find whether the number is even or odd *//

```
#include<iostream.h>
int main()
{
int n;
cout<<" Enter an integer:";
cin>>n;
if (n%2==0)
{
cout<<n<<"is even";
}
else
{
cout<<n<<"is odd";
}
return 0;
}
```

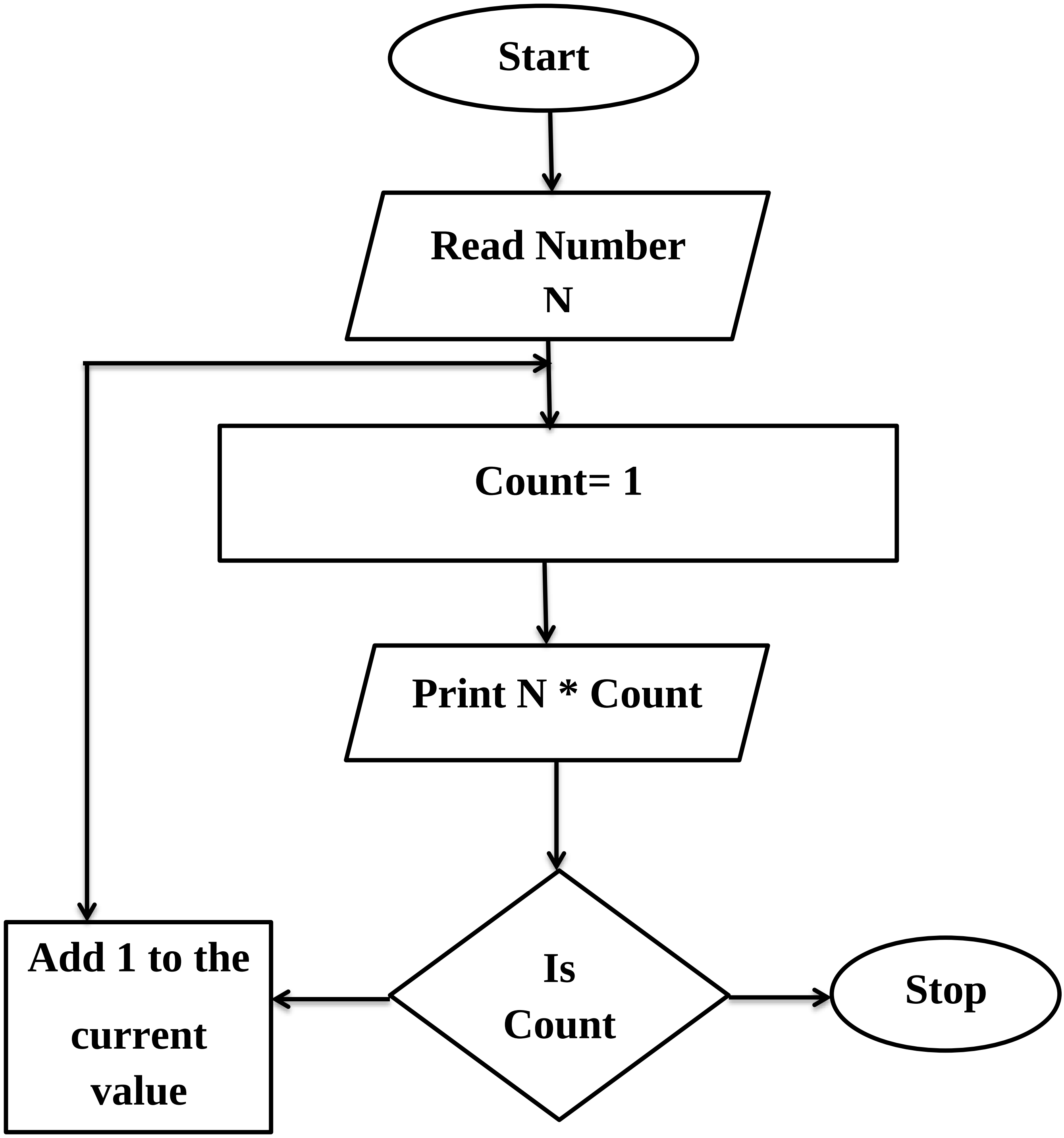
Algorithm 5

Algorithm to Display Multiplication table up to 10 or to a given range

1. Start
2. Read Number (the number of which you want the table)
3. Count=1
4. Print N*Count (multiplying the number,from step 2, with count)
5. Is count=10? If yes, then STOP. If no then Add one to the Count.

Flowchart 5

Flowchart to Display Multiplication table up to 10 or to a given range



Program 5

```
//*Program to Display Multiplication table up to 10*//

#include<iostream.h>
int main()
{
int n;
cout>>" Enter an integer:";
cin>>n;
for(int i=1;i<=10;++i)
{
cout<<n<<"*"<<i<<"="<<n*i<<endl;
}
return 0;
}
```

```
//*Program to Display Multiplication table up to a given range*//

#include<iostream.h>
int main()
{
int n, range;
cout>>" Enter an integer:";
cin>>n;
cout>>" Enter range:";
cin>>range;
for(int i=1;i<=range;++i)
{
cout<<n<<"*"<<i<<"="<<n*i<<endl;
}
return 0;
}
```